CTHULHU

DEATH MAY DIE

SEASON 1: STORY MODE

VERSION

1.0

BY

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ABOUT

Cthulhu Death May Die: Story mode adds an overarching story across Season 1 content of the game. It also adds 4 extra missions using the same content as well. Although the story here is fictional, but the references used in story are all REAL. The campaign is set in Globe-trotting adventure set in Europe and Middle East in 1915 when WW1 was on-going in the region.

For more immersive experience, each episode should be played with a soundtrack, available in the playlist at: YouTube

PERMADEATH LEGACY MODE

This campaign should be played in Permadeath mode. In this mode if a character dies during the mission, then the character will lose one of their lives (will to live). If he/she loses 3 lives then that character is permanently resigns, and you cannot use that character in any future mission/episode. They may still be part of story but will not go on any future missions. So, slowly the number of playable characters will keep on reducing and if at any time your available playable investigators are less than number of players, then the whole campaign is lost; and you have to restart from beginning.

Use the checkboxes next to investigator portraits provided here to monitor/track their remaining lives. If any character dies, then strike one of the boxes on this tracker. If a mission specifically mentions to use a character but in your game he/she has resigned (all 3 lives are gone) then ignore that requirement, and play with any alternate alive character of your choice instead.

In this mode, one new action is available to all heroes; when a hero dies, don't remove their figure from board instead lay it flat on board. Any other hero on that space can use 1 action to roll their dice to drag the fallen hero that many spaces as the number of successes. If you are able to drag the fallen hero to Investigator start space, then the fallen hero is extracted to hospital. The fallen hero is still eliminated from this mission but doesn't lose a life. You need to save any fallen hero before the mission is either fully lost or won. If you are losing a mission, players may opt to runaway voluntarily as well by going back to starting space and choosing to exit. Its better to live another day to fight than die.

Players will not be using the same investigator throughout the campaign. Each mission will tell which 2 essential characters must be used. If you lose a mission it has to be replayed before progressing forward. But next time you don't have to follow the "Essential character" instruction, you may use someone else, more suited for mission to try a different strategy.

#1: THE SECRET LABS

"Are you sure that is the asylum?", Ian inquired as he looked through the binoculars. Miss Borden nodded, "Yes, you see those vans, those are one I saw them coming from the hospital, I followed them till here. I am sure something suspicious is going on. These guys have been brining only the soldiers here who have lost all their families as well and got hurt in the war. On paper their claim is very good that they want to treat those from post-traumatic stress who no one else cares for". "I have been wondering why my fellow soldiers never returned to field, they are being locked up in the asylum as being not fit", Ian said worriedly. "What got me suspicious is when they started picking up normal people as well who lost their families during the war; they say that they have developed an experimental drug in labs here which can make them forget the pain and return to life as normal". "That is utter disgrace. This pain is part of their lives, and it makes them what they are now. These soldiers are giving their lives in the great war, but these scientists are doing experiments on them in an asylum now?", Ian said as he took out his trusty revolver in anger. Miss Borden replied, "Look! smoke is coming out of some of the windows, is that fire? Are they burning it all up". Ian said, "Maybe they have figured out we were surveilling them for few days and want to burn the evidence, there is no time to call the police, we need to go in and see what they have been doing in those labs and save as many as we can".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E1 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E1 without modification.
- **Elder one:** "Hastur".
- **Essential character:** Ian and Miss Borden. Other players can play with any character of their choice.
- **Mission objectives:** Ian must reach one of the labs inside the premises to investigate what is happening.

#1	To Disrupt the ritual: Destroy 4 of the 5 labs (4+ wounds) with the "Destroy Equipment" action. When the Elder one Advances: Place a Fire token on each space with any Cultists and no fire.	
	Special Action: EXTINGUISH FURE Make a roll. Remove a fire token in your space for each success.	**Special Action:** DESTROY EQUIPMENT Make a roll against the lab in your space. Each success deals 1 wound to lab. If lab has 4 wounds, remove it to reveal effect.

SPECIAL TRIGGER

As soon as any investigator reaches any lab tile, then read below.

As Ian approached the lab, he was astonished to see, body of his fellow soldier lying on the bed... dead, needles injected in it and draining blood from it. Weird inscriptions and diagrams were drawn around it, all he could recognize was some symbols like it was Arabic script but written backwards. But he had no idea what other symbols were or what the reverse Arabic symbols meant. Ian knew someone from his old service days back in Turkey, who could help him: Ahmed Yasin. A doctor who had learnt a lot about occult arts and world of "Djinns".. Creatures from other realm which cultists used to call through such rituals. He would be able to make sense of all of this. But for now, Ian knew one thing. He needed to disrupt whatever was happening here. He was going to destroy these labs, to stop the cultists and disrupt the ritual.

MORE INFO ABOUT DJINNS: HTTPS://WWW.YOUTUBE.COM/WATCH?V=_PWAWUCQYVQ

#2: KITAB AL-AZIF

"But why blood from dead bodies?", asked Ian as he sat with Ahmed Yasin. Ahmed sighed and rolled his eyes, "To humiliate humans! What else". Ahmed stood up and started walking around as he explained, "God created a veil between the world of Djinns and Humans, we cannot see them with naked eye. They are beings of smokeless fire i.e. pure energy and can manifest in any form they desire. They might be physically stronger, but mentally they are weaker than humans. They have thus inferiority complex and thus require cultist to humiliate themselves with things like drinking blood from dead bodies, eating raw animal intestines and what not. They don't need to… but they do it to humiliate humans in such rituals before they offer their servitude and manifest in human world". Adam lighted his cigar on hearing this and asked, "But why do Elder Ones think they are inferior?". Ahmed looked at him and said with a smile, "Adam! Did you not know the story of other Adam? The first man ever created. When God created him from clay, He asked all the angels and Djinns to bow to him. Iblis was the head of Djinns, and he refused. He thought he was superior. But God told him that humans will be superior to him. Iblis and his group of follower Djinns were outcast, Iblis became famous as Satan or Devil while his follower Djinns are sometimes what we call, 'Elder Ones' as they came before humans. Now the sole purpose of their existence is to show their superiority, take the mantle back of being superior being back from humans; and they entice weaker humans towards witchcraft and sadistic rituals as part of this agenda".

Ian leaned on the table and drew the symbols on a piece of paper as he said, "What about these symbols then? I saw them drawn around the beds of those dead bodies". As Ian drew the symbols, Ahmed's face expressions turned serious, he started to sweat, "Are you sure these were the symbols you saw? It cannot be… I have only seen few pages of it… I thought it was destroyed… I need to study it, to really understand what the cultists were up to". Adam asked, "Speak plainly, what are talking about?". Ahmed sat on the floor, burning like he was having a fever, "Kitab Al-Azif: The Book of Musician… this ritual must have come from that. Then the book must still be there. You need to get it for me, I need to study it… I need to study it… I need to…", Ahmed body went in shock, trembled and then went unconscious. Miss Borden came running to Ahmed and checked him, "Shit! He is burning like a furnace, I will take care of him, you go and find this book". Adam said, "If this book was lost or thought to be destroyed but survived, then I do believe it will be in catacombs beneath Wallace Estate. He was famous for trafficking such forbidden tomes. We need to go…".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E2 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E2 without modification.
- **Elder one:** Cthulhu.
- **Essential character:** Adam and Ian. Other players can play with any character of their choice.
- **Mission objectives:** Search the tomes for Kitab Al-Azif.

#2	To Disrupt the ritual: Claim 2 of the 4 Tomes When the Elder one Advances: Summon a Cultist in nearest space with an unclaimed Tome.	
	Special Action: LOOT CULTIST BODY Roll in a space with Cultist body. If you get 2+ success, remove body and take a knowledge token.	**Special Action:** CLAIM TOME Discard 2 knowledge tokens of matching symbol with Tome space to claim that tome.

SPECIAL TRIGGER

As soon as investigators have picked 2nd Tome, then read below.

"Found it", whispered Adam, as he showed the book to Ian. Ian showed him the other Tome he had picked up called, "Alkhbar Al-Zaman". Adam asked, "Do we need that too?". Ian said, "It translates to: History of time. It seems to have history of some Elder ones, explaining giant creatures like Cthulhu that existed before the great flood of Noah. Thought it might be useful as well. So, let's get these and get out of here!"

MORE INFO ABOUT IBLIS AND DJINN ORIGINS: HTTPS://WWW.YOUTUBE.COM/WATCH?V=HUETAHTM1ZG

#3: MASKED INTENTIONS

"You know better than me, not to delve into this devilish book", yelled Rasputin at Ahmed. Ahmed seemed less amused and said, "I know its Forbidden, but if we have to beat them, then we need to know what they are up to". Adam said, "Wait! Are even reading these forbidden?". Rasputin replied, "Yes! These are books that contain knowledge of Angels Harut and Marut, it is forbidden to know any knowledge of it". Miss Borden stopped cleaning her axe as her interested peaked, "You mean these books contain knowledge of Holy Angels?". Ahmed intervened, "Well Harut and Marut were angel themselves, but the knowledge they brought to Earth was of summoning Djinns. They were sent to Babylon by God as a test for humans". Rasputin continued, "Let me tell you from beginning: After the great flood, only normal humans remained. The great lizard like creatures were drowned, what we call the Deep ones or Cthulhu etc. The first civilized city was formed in Babylon, what we call Iraq now. This is where Harut and Marut were sent by God to test the weak. They explained that they had come to give the gift of magic to people, but whomsoever learns it, will be punished by God; and yet people embraced it. They taught them rituals to open portals between the world of Djinns and Humans and bring them here… Real Magic! Black Magic: which is of course forbidden in both Christianity and Islam, and Kitab Al-Azif is said to be the Arabic translation of original knowledge given by Harut and Marut; Thus my commotion".

Ahmed flipped closed the book as rubbed his sleepless eyes, "Well you can be happy that I can make heads but no tails of this book. It seems they are looking for a city. I really wish there was a way to interrogate one of the cultists, then I could really fill in the gaps". Rasputin sighed and said, "I may have a way". Miss Borden said, "Do tell". Rasputin sat down, "I am here with Nicholas Romanov II, the Czar of Russia for peace talks. This great war is too heavy a toll for Russia. Our people are going in poverty and depression if this world war doesn't end. One of the fancy snobs, Lord Bukhem have setup a fancy dinner party with masked dancers and exotic animals, in honor of Czar. Lord Bukhem's is just a selfish businessman whose business is being effect in Russia, and is also known to have links to cultists. I do believe there will be at least some cultists sorcerers coming to that party and at least one of them will know of the plan". Miss Borden said, "Can we come?", Rasputin smiled and said, "Consider it a date my dear". Ahmed said, "What about me?". Rasputin said, "Absolutely no! You are a Turk. Ottomans are right now at war with Russia, don't want to create a scene there. So, let us handle the interrogation".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E3 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E3 without modification.
- **Elder one:** Hastur.
- **Essential character:** Rasputin and Miss Borden. Other players can play with any character of their choice.
- **Mission objectives:** Reveal the sorcerers amongst the ball-goers and segregate them on Waterfront.

#3	To Disrupt the ritual: Get all Sorcerers faceup in Waterfront space. When the Elder one Advances: Turn facedown any sorcerers in spaces with facedown Ball-goers and mix the tokens.	
	Special Action: INTERROGATE Turnover up to 2 Ball-goer tokens in your space.	**Special Action:** USHER BALL-GOER Move 1 Ball-goer token in your space, up to 2 spaces away.

SPECIAL TRIGGER

As soon as investigators have moved 4th Sorcerer to Waterfront, then read below.

"Tell us what you are up to?", interrogated Rasputin. One of the Sorcerer said, "You are way out of your league, you need to let us go". Rasputin snapped his fingers and fire blazed on his hand, and he burnt of the face of that cultist, "Anyone else thinks, I am out of my league". The other sorcerers become scared and step back, as one of them takes out a black obsidian disc, "It's the City of Old One, we are searching for…", the third sorcerer stabbed him in the back before he could say anything more, "Shut up you fool!" while the forth one ran to pick up the obsidian and jumped off the cliff in waters below.

MORE INFO ABOUT HARUT AND MARUT: HTTPS://WWW.YOUTUBE.COM/WATCH?V=WT_USD_2F9Y

#4: DEE'S ARTIFACTS

"Are you sure it was the mirror?", asked Ahmed. Rasputin nodded and said, "I know what I saw". Elizabeth said, "I can go and check at the museum if you want, I am sure I saw it there few weeks ago". Rasputin said, "They could have stolen it by now, and no news was reported, because it wouldn't look good for British government that a magical item is on the loose". Adam said, "But what is so special about this obsidian mirror?". Rasputin replied, "This obsidian mirror was used by John Dee to seek help from spirits and as Ahmed likes to call it Djinns". Adam raised his eyebrows, "John Dee? Of Queen Elizabeth?". Ahmed replied, "Yes exactly, the occultist, witch astrologer who served the British court. He obtained this magical mirror from the new world when conquerors stole various artifacts from Aztecs. He had started as a Catholic but it is said that Djinns used to come to him and called themselves Angels. John Dee thought he was being contacted by Holy spirits, but those Djinns asked him to do heinous acts against the laws of God. But in search of power he committed them and was able to communicate with other worldly creatures".

Elizabeth added, "Based on what Rasputin told, it looks like cultists are trying to use the mirror to find this 'city of Old One', what ever that is". Rasputin said, "We need to account for all of John Dee's artifacts. The sorcerers would be using whatever means to find their information and we need to stop them. Elizabeth, you would be less suspicious to guards over there, so go and take the Kid with you. You will have to sneak around, so use stealth more than brawn".

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E4 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E4 without modification.
- **Elder one:** Cthulhu.
- **Essential character:** Elizabeth and The Kid. Other players can play with any character of their choice.
- **Mission objectives:** Capture Dee's Artifacts.

#4	To Disrupt the ritual: Bring 2 Artifacts to 2 gates simultaneously when Elder One advances to disrupt ritual When the Elder one Advances: Each guard moves 1 towards investigator and captures him +Check for disruption condition.	
	Special Action: DISTRACT GUARD Choose 1 guard up to 2 spaces away from you. Move that guard up to 2 spaces.	**Special Action:** PICKUP ARTIFACT Pickup any number of Artifacts in your space and gain its listed effect. You can trade artifacts too like other items.

SPECIAL TRIGGER

As soon as an investigator picks up 1st artifact, then read below.

Elizabeth disabled the security alarm and picked up the case to reach for the obsidian mirror placed in the museum. As soon as she touched it, she knew it was not obsidian at all, this was a fake. The cultist who stole the original must have replaced it with a fake to avoid raising suspicion of a robbery. Who is going to notice in a museum? Nobody is allowed to touch it or see it up close once it goes inside a glass case. So, it was perfect. It was obvious this glass was a fake, at least the other of Dee's artifacts still looked real. So, she picked it up. But as soon as she did, she could hear some portals opening. And Elizabeth said to Kid, "Shit they know we are here… they would be calling their monsters now. We need to close those gates before they hurt anyone. They are coming to stop us from taking away these artifacts, so looks like we can use these to close the portals as well. Lets go!".

MORE INFO ABOUT JOHN DEE: HTTPS://WWW.YOUTUBE.COM/WATCH?V=21TVRSGTBVG

#5: EVACUATION OF LAKE VAN

As Rasputin approached the ajar door back at the Lodge, he saw Sister Beth and Ahmed packing their bags. Rasputin said, “What happened? You going somewhere?”. Ahmed said, “Back to Turkey”. Rasputin said, “But why? What about the ‘City of Old Ones’, did you find anything about it?”. Ahmed said, “Not yet… but there have been strange sightings of a Vishap; and I need to go there”. Rasputin didn’t understand, “Vishap?”. Sister Beth slid her sawed off shotgun in her bag as she explained, “Its an Armenian word for Sea Dragon or serpent, Cthulu in our language”. Rasputin said, “What are cultists doing over in Lake Van in Turkey? Went there for holidays?”. Sister Beth replied, “Vishap of Lake Van, is older than these cultists. It had not been seen for thousands of years but now sightings have been seen of it again. It has awoken. Akdamar Church is being built on one of its island. I believe the presence of holy site is causing the evil spirit to rise up again. One of the workers was pulled in water by what others claimed as a huge tentacle. The divers went after him, but found no trace of him”. Ahmed added, “People believe its folklore, like the Lochness monster but the area has been surrounded by too many stories: poltergeist, shape shifting UFOs, alien in nature beings; for it to be just crazy folklore. We all know that wherever there is folklore, there is truth behind it as well”.

As Ahmed reached Lake Van, there was a small town populated on one of the islands of Lake Van. He exclaimed to sister Beth, “Didn’t the church people tell these people to leave, its dangerous right now to be in town”. Sister Beth looked at the letter she had received from Church and said, “They tried, but there are two families here: Allen and Marsh. Both are each other rivals, and they think if one of them leave the other will take control of town. So, for political reasons they refuse to leave”. Ahmed glanced at movement in the water, “Looks like I need to force them to change their mind. We need to clear the area before the Vishap attacks”.

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E5 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E5 without modification.
- **Elder one:** Hastur.
- **Essential character:** Ahmed and Sister Beth. Other players can play with any character of their choice.
- **Mission objectives:** Kill at least 1 Deep one, before the special actions of this mission will become available.

#5	To Disrupt the ritual: Get 3 Allen Elders and 3 Marsh Elders on the ship and off the island. When the Elder one Advances: Kill all elders at Catacombs. Move all elders not on ship, 1 space towards catacombs.	
	Special Action: ESCORT ELDER While on a space with an Elder token, make a roll. On a 2+ success, take elder with you when you move.	**Special Action:** SEND OFF THE BOAT When on Lantern Room, remove all Elders on ship tile to make them escape the island.

SPECIAL TRIGGER

As soon as investigators have killed 1st Deep One, then read below.

Ahmed tied the legs of the dead Deep One and dragged him into the town center and yelled, “THIS is what is coming to get you, but 10 times bigger”. The town elders gasped as they saw the humanoid shark creature. One of them asked, “What is it?”. Ahmed said, “These are the deep ones, evil creatures who don’t leave anyone in their wake. They are now rising, they are coming through the catacombs, you must leave the town immediately. Cooperate with us… your life is in your hands; we have a ship ready for you to leave. We will escort you safely, just listen to us”. They still seemed skeptical like it was a hoax by the other family to scare them away, but they hesitantly nodded. (From now you can use the special actions of this mission).

MORE INFO ABOUT LAKE VAN AND VISHAPS: HTTPS://WWW.YOUTUBE.COM/WATCH?V=QDM4EZ_DUFS

#6: VISHAP

With most of the population out of the way at Lake Van, Ahmed reached the under-construction church on the island. The students of religious studies were still there. Ahmed inquired about what sightings they had seen and they brought him to one side of the church where they had carved one of the pictures of a ship being devoured by a lizard like creature, a Vishap. The church monk who also acted as professor of religious studies took sister Beth and Ahmed inside, where an African explorer stood studying something. Professor said, "Meet Mr. Morgan, an animal tamer turned archeologist who had been studying the anomalies here". The team of investigators shook hands as Beth inquired, "Have you found anything concrete of why sudden increase in these sighting here?". Morgan said, "Yes! Of course… pagan rituals. Some local people have fallen into Armenian occult practices, or what I believe: someone is paying and financing these rituals. There are these huge pillar-like stones called, Vishapakar all across this region. According to my accounts its more than 150 all around the world at various bodies of water. These stones are carved with fish and Cthulhu like creatures on them. These have become sites of Rituals for local cultists. From what I could figure out, there seems to be a temple sunk in the waters beneath, which can act like a powerful portal for summoning these creatures". Ahmed cracked his knuckles and said, "Destroy the stones then. Destroy the ritual then?". Morgan handed over to Ahmed a parchment he found in Catacombs below the Church, "I hope so! but these are not normal stones, one must keep chanting this spell at a holy site to keep the stones invulnerable. But I cannot read this, its in Enoch language". Ahmed looked at it and said, "I can! I have Dee's artifacts, which will let me decipher it, he had worked on this language of spirits. So, guess I will stay in Church, a sitting duck… while you go and destroy the stones. The students should wait in the boat, Once its all done, we escape this lake".

Thunder clouds started to form over the gloomy island and lightning struck the church at that time and a fire ignited. Ahmed exclaimed in horror as he looked outside the window, "It is said that when Vishap emerges, he comes in a storm. Hurry! I will also rig this whole place with bombs. Once the stones are destroyed, Vishap will be powerless, we escape on boat and blow up the whole island".

MISSION SETUP

- **Discovery deck and tokens**: This mission is played using S1-E1 content.
- **Mythos**: From S1-E5: Take the 2 "Deep One" cards. From S1-E1: Take all EXCEPT: Bayakhee and Monsters in Lab.
- **Elder one:** Cthulhu.
- **Essential character:** Morgan and Sister Beth. Other players can play with any character of their choice. Ahmed will be a partial NPC who must remain in Church (starting location). He must survive and escape. All players can control Ahmed as mentioned in special actions. Setup Ahmed's player board like normal to track his abilities/health/sanity/stress etc. All players share control of him, but only one action per turn. His healing ability only activates if some player controlled him this turn.
- **Mission objectives:** Destroy the 5 Ritual stones (by giving it 3 wounds) and at least 1 investigator escapes on boat with Ahmed.

#6		
	To Disrupt the ritual: Destroy 5 ritual stones (by giving it 3 wounds). Ahmed cannot leave Church until this is done. When the Elder one Advances: Spawn Shoggoth at Red Gate (if already not on board). Move it 2 spaces toward closest investigator. Lightning strikes: Put a Fire token on all spaces in Church. Put a Fire token on boat, if the boat has 3 fire tokens, it gets 1 wound. If Boat has 2 wounds, your means of escape is gone, so the mission is lost.	
	Special Action: DESTROY RITUAL STONE While on a space with a stone, make a roll (this is not attack). On a 2+ success, put 1 wound on it.	**Special Action:** CONTROL AHMED Once per turn, you can transfer one of your actions to Ahmed and let Ahmed move/attack/rest instead.

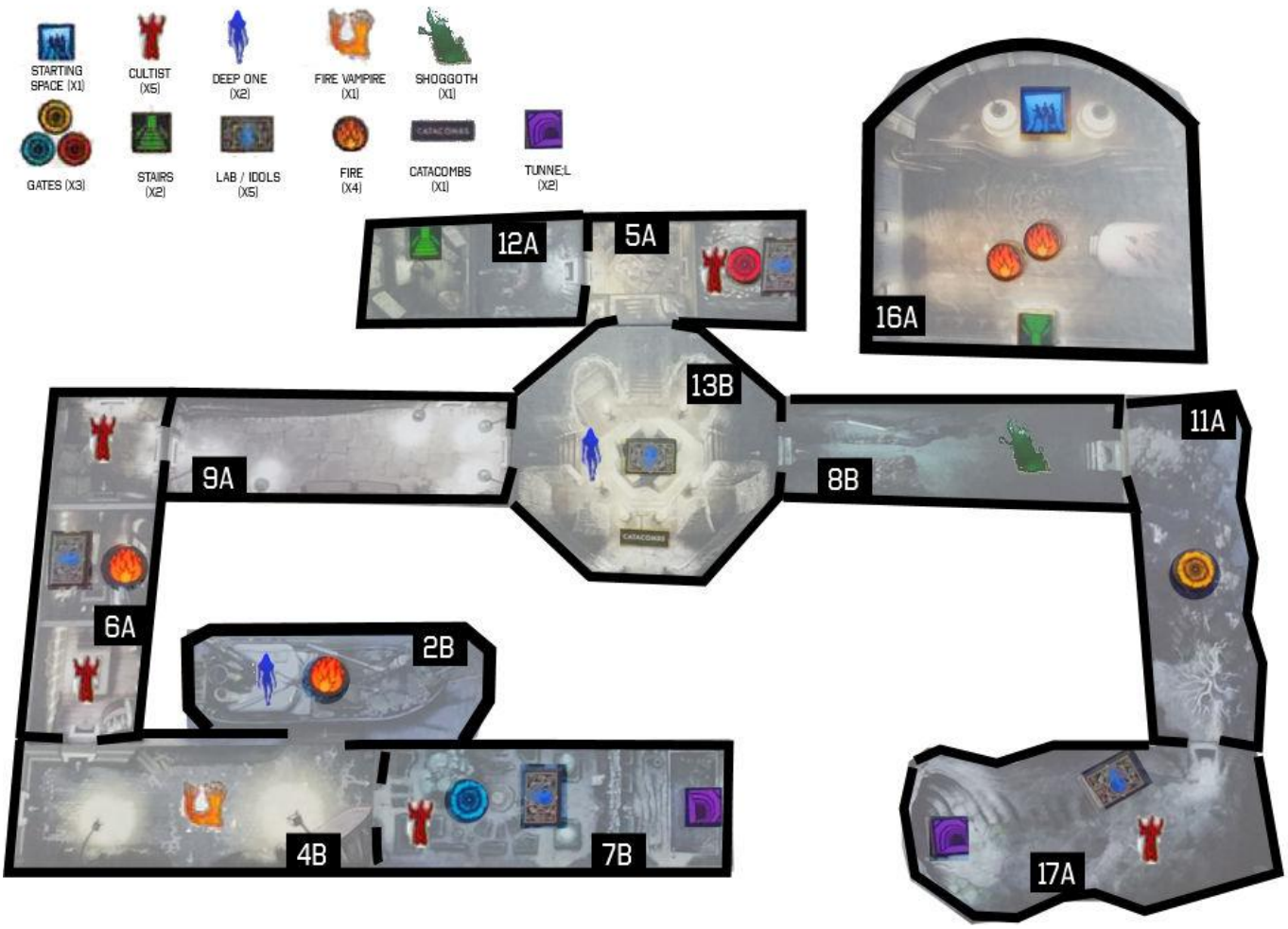
SPECIAL TRIGGER

As soon as investigators have destroyed all 5 Ritual Stones, then read below.

Cthulhu doesn't have to be killed essentially to win. Ahmed has to reach the boat to escape to win. If you can sneak to the boat without any other monster, you can leave and win. If any other investigator is left on the island, then they will die permanently.

MORE INFO ABOUT VISHAPAKAR: HTTPS://WWW.YOUTUBE.COM/WATCH?V=NBWDSMDCUJ4

MAP SETUP FOR #6



ENEMY AND MONSTER TRAITS FOR #6

(The Cultist here replaces the cultist on the Cthulhu enemy card – use that card only for Star Spawn ability and attack)

PYRO CULTIST
2
When destroyed, each Investigator up to 1 space away rolls 1. If ☆ is rolled, they gain 1 fire.
DEEP ONE
3
If it deals any wounds, summon a Deep One in its space (the new Deep One doesn't attack this turn).
FIRE VAMPIRE
4
When it attacks, first place a Fire token in its space.
SHOGGOTH
10
When attacking, each adds to the range of attack. It attacks all players in range.

#7: PILLARS OUT OF TIME

"I am on my way, can you meet me there? I am catching the train now, I will meet you soon", Ahmed put the phone down and nodded to Morgan and Sister Beth that he was ready to leave. Morgan inquired, "Who were you talking to?". Ahmed replied as they headed to climb the train, "Fatima. She is an Egyptian gypsy, has great knowledge of astrology and stars. I think I have solved what this is all about". Morgan picked the bags and put them in the overhead compartment as he listened. Ahmed showed the tickets to the conductor while continuing, "I found another parchment in the Church, and this helped me put things together about these stone pillars all over the world. Its not just Vishapakar, Egyptians have their obelisks, Britain have their Stonehenge, and now let me show you the one more… next stop Gobekli Tepe".

Fatima and Ahmed stood at Gobekli Tepe in Turkey. Different set of pillars stood forming archways or doorways, and Ahmed pointed out to Morgan, "Mr. Morgan you seem to have some idea of Archeology, how old do you think the glyph like carvings on it are?". Morgan stood astonished as he admired the carvings and said, "This must be 10,000 B.C. or so old… ". Ahmed smiled, "Stone Age? And were the humans that evolved to make such intricate details with tools they had? No!… these are out of time. Just like other OOPART". Morgan asked, "Ooparts?". Ahmed replied, "Out of place Artifacts! Just like Piri Reis map for example, a map made by a Muslim cartographer in 16th century which correctly depicted America, which wasn't discovered as well as Antarctica which was just charted in 1820. An artifact too advanced for current civilization". Then he turned to Fatima, "Did you see?". Fatima looked up from her book with ghost like expressions and said, "The ruins I see here, correlate with Pleiades Star system. The alignment of these pillars correlate to those stars, but some are off location, the ones broken around", as she pointed to some of pillars fallen down. Ahmed climbed the small hill to take a look from above and said, "The parchment called these… doorways. These are not just for rituals, these can form doorways! Morgan! Fatima! Lets get these pillars aligned in original form and then we can put our theories to test, but be careful, forces beyond our understanding might be at play here".

MISSION SETUP

- **Discovery deck and tokens**: This mission is played using S1-E2 content.
- **Mythos**: From S1-E2: Take All cards. Ignore any text on them that refers to "cultist bodies", no such effect takes place.
- **Setup:** Knowledge token represent "Pillars" in this mission. Make 2 set of 4 different symbols. Shuffle 1st set and place them in constellation room and shuffle other set and place in other rooms as shown on map on next page. During the game, the 4 pillars in central constellation room can only rotate clockwise (keep them face down); while remaining 4 are movable and can be pushed around to align them, flip them face up to see the hieroglyphs, these remain face up throughout the game.
- **Elder one:** Hastur.
- **Essential character:** Morgan and Fatima. Other players can play with any character of their choice.
- **Mission objectives:** Push the movable pillars on Gates / Starting token location, in such a way that the pillar hieroglyphs match the ones in the central constellation room. As soon as you move a pillar to a gate, flip the one in constellation room to see if glyphs match, if they match, keep it face up, otherwise put it back face down.

#7		
	To Disrupt the ritual: All 4 pair of pillars must be aligned to match hieroglyphs, and all should be face up. When the Elder one Advances: Spawn a cultist in the constellation room. Flip all pillars in constellation room face down (even the matching ones if ritual has not been disrupted yet). Rotate the pillars in constellation room clockwise once.	
	Special Action: PUSH PILLAR Push a moveable pillar one space into an adjacent room.	**Special Action:** EXAMINE CONSTELLATION PILLAR In Constellation room, flip one of the facedown pillars face up.

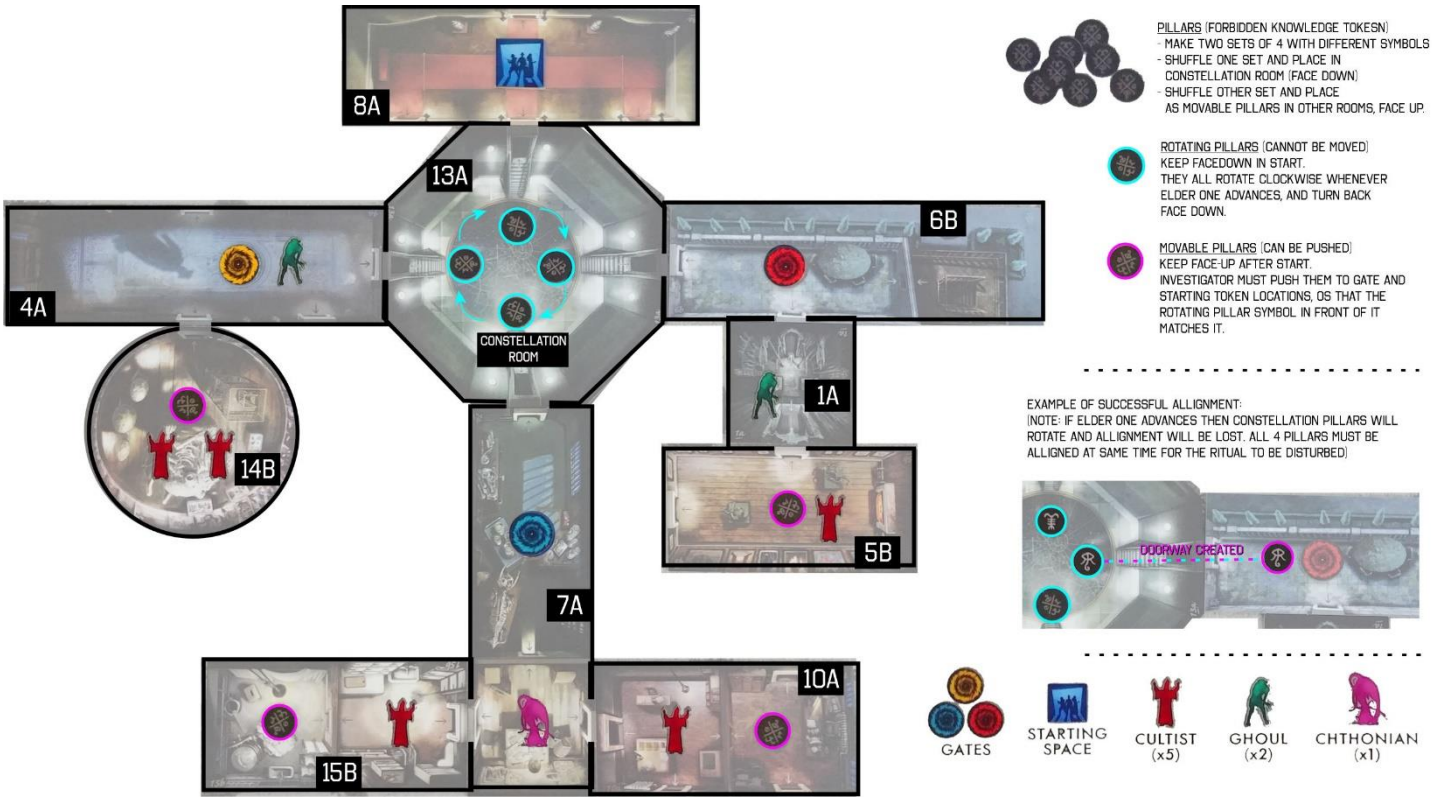
SPECIAL TRIGGER

As soon as investigators have aligned 1st pillar with matching hieroglyph, then read below.

The pillars started to vibrate with energy. Morgan's compass started to spin around like it was creating its own magnetic field. A portal of sorts started to appear between the two pillars like a doorway, but then vanished like it was still unstable.

MORE INFO ABOUT GOBEKLI TEPE PILLARS: HTTPS://WWW.YOUTUBE.COM/WATCH?V=KUCAHIKFX5M

MAP SETUP FOR #7


8A
13A
6B
4A
CONSTELLATION ROOM
1A
14B
5B
7A
10A
15B
PILLARS (FORBIDDEN KNOWLEDGE TOKESN)
- MAKE TWO SETS OF 4 WITH DIFFERENT SYMBOLS
- SHUFFLE ONE SET AND PLACE IN CONSTELLATION ROOM (FACE DOWN)
- SHUFFLE OTHER SET AND PLACE AS MOVABLE PILLARS IN OTHER ROOMS, FACE UP.
ROTATING PILLARS (CANNOT BE MOVED)
KEEP FACEDOWN IN START.
THEY ALL ROTATE CLOCKWISE WHENEVER ELDER ONE ADVANCES, AND TURN BACK FACE DOWN.
MOVABLE PILLARS (CAN BE PUSHED)
KEEP FACE-UP AFTER START.
INVESTIGATOR MUST PUSH THEM TO GATE AND STARTING TOKEN LOCATIONS, OS THAT THE ROTATING PILLAR SYMBOL IN FRONT OF IT MATCHES IT.
EXAMPLE OF SUCCESSFUL ALLIGNMENT:
(NOTE: IF ELDER ONE ADVANCES THEN CONSTELLATION PILLARS WILL ROTATE AND ALLIGNMENT WILL BE LOST. ALL 4 PILLARS MUST BE ALLIGNED AT SAME TIME FOR THE RITUAL TO BE DISTURBED)
DOORWAY CREATED
GATES
STARTING SPACE
CULTIST (x5)
GHOUL (x2)
CHTHONIAN (x1)

ENEMY AND MONSTER TRAITS FOR #7

(The Cultist and Disciple here replaces the enemies on the Hastur cards)

MAD CULTIST
2
When it attacks, each ★ also counts as a success.
HASTUR DISCIPLE
3
If this deals you any wounds, choose one:
-Take a Yellow Sign token.
-Summon a Cultist in this space (it doesn't attack this turn).

GHOUL
2
If attacked but not destroyed, summon another Ghoul in its space.
CHTHONIAN
8
IT ATTACKS ALL INVESTIGATORS IN CURRENT SPACE. IF ANY ★ ARE ROLLED THEN IT PUSHES ALL MOVABLE PILLARS IN THE ADJACENT ROOM, AWAY FROM CENTRAL CONSTELLATION ROOM.

#8: THE ABDUCTION

"Wow! This proves it, StarGates really do exist. These doorways or gateways were built by Elder Ones or Djinns to open the veil between the world of humans and theirs. They were on this planet long before us, and they built structures like these in Egypt, Iraq, Syria even South America as well. They might let us travel between these gates or even to other planets or parallel universes", Ahmed couldn't control his excitement over the phone as he explained to Rasputin about their discovery. Rasputin said, "I have been studying the hieroglyphs symbols you sent me that you found on those stones. You might not believe it but these patterns are found on HUGE scale on earth as geo-glyphs. These cannot be just made by humans on this scale, were these made by Djinns?". Ahmed replied, "Bigger doorways? Does any lead to 'City of Old Ones', what the cultists are looking for… Hello? Rasputin? Hello?", the line went dead. Ahmed disconnected the call, and called again… but no one picked up the phone back at the Investigators lodge.

Hours later, Adam called back Ahmed, "You were right, Rasputin was abducted from his hotel. There were signs of struggle in his room. I went to the Lodge to check up on others and only found the kid hiding in the Attic. It seems like we were getting very close, so they kidnapped most of our team to stop us. The kid seems to have seen the van in which they were taken away. I will find out where they might have been taken". Few days later, Adam showed some photos to Ahmed of a warehouse at shipyard, "This was storage area for animals being shipped. Per my surveillance, they have put robes on our friends, and sedated them with heavy tranquilizers. We need to be careful who we save from there. My team has a dug a tunnel underneath, to enter and extract them from there".

MISSION SETUP

- **Discovery deck**: This mission is played using S1-E3 content. In addition, take the Guard tokens from S1-E4.
- **Mythos**: From S1-E3: Take All cards. From S1-E4: Take only 2 cards: "Intruders" and "I heard something".
- **Setup:** Take the ballgoer tokens from S1-E3 and remove 4 dancer tokens from it (put them in game box, and will not be used. If a Mythos requires you to place discarded tokens back, then still these tokens will not be used), now shuffle the rest and place them on board as indicated in map on next page. Ballgoer tokens represent Abducted Investigators in masks. Any card or effect that refers "BallGoers", it means abductees. Place "Ballroom" token on Lantern room, and "cell" token on indicate rooms. Any card effect that mentions these rooms, refer to now marked rooms on the map.
- **Elder one:** Cthulhu.
- **Essential character:** Adam and Kid. Other players can play with any character of their choice.
- **Mission objectives:** Uncover masks of abductees to identify them (flip their token) and then punch and carry them (put token on player board) to exit (starting space). You must at least save abductees equal to number of players. If you finish (win, not lose) the mission early, any number of abductees not saved will be number of lives gone for investigators. You will be required to strike off as many investigator lives (of your choice) in Permadeath legacy tracker.

#8		
	To Disrupt the ritual: A minimum of abductees equal to Number of investigators, must be on starting space. When the Elder one Advances: Spawn a cultist in Ball-room. Flip all unmasked abductees in any room if there are multiple abductee tokens there and shuffle them. Move closest guard one step towards current investigator. Special instruction: If an investigator passes or stops at guard space: spawn a Deep One, and shift Guard to "cell" room.	
	Special Action: UNMASK ABDUCTEE Flip an abductee token face up. If it is a normal person then keep it face up. If it is a "Sorcerer" then it spawns a Deep One in this place, and then flip the token back down and send it to adjacent room, then shuffle tokens in that room. If there are no tokens in adjacent room, send it to the Ballroom instead.	**Special Action:** PUNCH & CARRY ABDUCTEE Throw 1 Green+1 Black dice to punch abductee on board (you can use stress to re-roll). If you get exactly 1 hit then Abductee is knocked out carried. If you get 2 hits, discard the abductee token. You can carry 1 character at a time. When carrying a character, your movement is reduced to 2 (instead of 3), if you have Swiftness then your speed is 3.

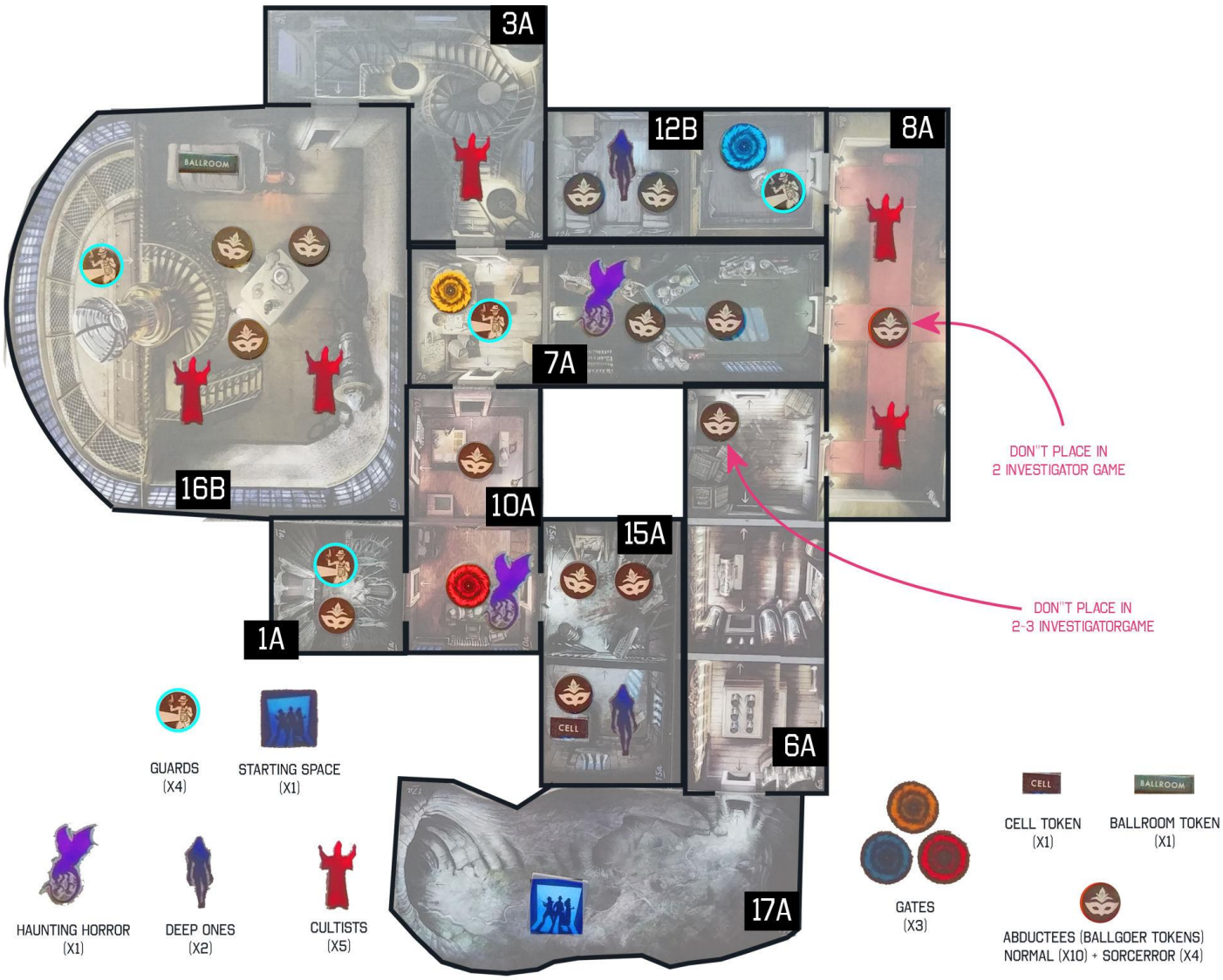
SPECIAL TRIGGER

As soon as investigators have brought 1st abductee to starting space, then read below.

The abductee was still shacking, he was still not in full sense but said, "Save us… Save.. us all", they are sending us… through portals… please save us!", and then he fell unconscious again. (Any abductee in this space is saved i.e. no card effects apply to them).

MORE INFO ABOUT GEO-GLYPHS AT: HTTPS://WWW.YOUTUBE.COM/WATCH?V=MJH_Y2FQ_OI

MAP SETUP FOR #8



ENEMY AND MONSTER TRAITS FOR #8

Use the standard monster cards from S1-E3.

Reminder for Guards: As soon as a player passes or stops through a space with guard or guard enters a space with investigator; then immediately guard will alert a Deep One to spawn there. They themselves runaway back to the CELL room. Players can never kill the guards. If player and the guard are both in CELL then only 1 Deep One will spawn, until the player leaves the cell himself. If the player enters the CELL room again then again a new Deep One will spawn while Guard is still there.

#9: STARGATE

Fatima came running to lodge room where investigators rested after their escape, “Ahmed! You have to stop delving into this”. Ahmed asked, “What happened?”. Fatima sweating from head to toe replied, “I saw a vision. You were in a palace and a tornado came and ripped you apart in two. So, please stop this search. I fear for your safety”. Ahmed eyes twinkled, “That’s it! Tornado! You helped me solve it… the city cultists are looking for. ‘Old One’ in Arabic is called ‘Iram’, which also is word for ‘Pillars’. Iram the City of Pillars was an ancient city somewhere in Yemen and Arabia’s Lost Quarter desert. It was destroyed by God via a Tornado!”

The ship reached the shore of Yemen. The investigators, back at full strength were ready for whats to come. Ahmed had told them all about his theory… This city referenced in religious texts referred to people of Aad, who were like giants. They had built this city like no other, with Castles on top of pillars. Structures so big that no one could imagine. They had immense power, or by other sources it was built by Djinns before time of Adam, thus this city was called “City of Old Ones”. Later these giants settled here, they had enough power to uproot huge trees single handedly and became arrogant with power. Prophet Hud was sent to them, but they challenged him to show his power against them. God sent a tornado on them, as they laughed and thought how can wind destroy their palaces, but it was a tornado like no other and picked them all up and crushed them on ground, their palaces destroyed to pieces. And the whole ruins covered with sand, which became the lost quarter desert now.

“So, you believe the cultist are trying to find this city? Why?”, asked Fatima. Ahmed replied, “The patten of pillars here may form geo-glyphs, similar to what we have seen in Turkey. The current gates they open allows only singular elder ones to come through them. But if something like scale of Iram is able to be used as a Stargate then whole race of Djinns and monsters can travel through it to our world. An extinction level event, starting the end of times”. Elizabeth stopped the jeep, “We are here”. In the middle of desert and rocks, stood an observatory. The moon started to change its phases; Fatima shivered, “Its starting… Ahmed I will go in. My vision… I just don’t want you to come”. Elizabeth nodded and came out of the jeep with Fatima to enter the facility.

MISSION SETUP

- **Discovery & Mythos Content**: This mission is played using S1-E6 content.
- **Setup:** Follow the mission objective, setup and instructions from S1-E6 without modification.
- **Elder one:** Hastur.
- **Essential character:** Fatima and Elizabeth. Other players can play with any character of their choice.
- **Mission objectives:** Have 3 moonlight tokens on Observatory Dome during a Full Moon.

#9	To Disrupt the ritual: Have 3 moonlight tokens on Observatory Dome during a Full moon. When the Elder one Advances: Advance the moon Phase 1 space.	
	Special Action: ADJUST MIRRORS Move a moonlight (not shadow) token within 1 space of you to another space within 1 space of you.	**Special Action:** MOON MAGIC At Observatory Dome: Advance the Moon Phase 1 space.

SPECIAL TRIGGER

As soon as investigators have Disrupted the Ritual, then read below.

The area around the observatory started to experience dark clouds and a tornado made of smoke and cosmic lights formed above it with the Observatory dome at its epicenter. Oval shaped portal started to appear, and Hastur: The King in Yellow appeared. The portal started to deform its shape as it grew larger and larger. Through the image in the portal, Fatima and Elizabeth saw, hundreds of ghouls crawling through, what appeared to be a well in the desert. Fatima picked up the radio walkie she had brought in, “Ahmed! I think it's the Barhut Well in Hadramaut. Go there… go now! We will take care of Hastur and destroy this facility, the real stargate seems to exist there. I believe the City of Old Ones lies deep beneath that well and now the evil there has been unleashed”.

MORE INFO ABOUT IRAM AND GIANTS OF AAD: HTTPS://WWW.YOUTUBE.COM/WATCH?V=7HNIFYO8AT8

#10: END OF TIME

Ahmed exclaimed as he drove the jeep as fast as he could, "So, it isn't just a geological anomaly after all". Rasputin questioned, "This Barhut well?". Ahmed nodded, "It is a dark well in Yemen's Hadramaut area… a bottomless pit, many people tried to explore it but they either don't return or go insane after they come back. It is said that the Guardian angel of evil spirits guards the well, while others believe that an alien meteoroid made the hole in earth". Rasputin asked, "And what do you believe?". Ahmed glanced at a trail of smoke in the far away distance where he was driving to as he replied, "I always thought it was a Super volcano, a volcanic site which had enough power to rain hellfire, smoke and ash on earth. Something that would bring the end of times". Rasputin grunted and said, "So, either way… nothing good".

The Jeep jumped over the hill, as the view cleared and Ahmed slammed the brakes. As the Jeep skid sideways, they saw the horrible sight: A giant Behemoth coming out of well. Its hand bigger than the Cthulhu itself that stood there guarding it. Various portals were floating in vicinity. Portals that were showing images from different dimensions or different timelines. A portal showing image of moon and a humanoid in white puffy uniform landing on it from a spider like UFO and then placing a flag of America? … what absurd thing was that! How could humans be on moon thought Rasputin! Ahmed interrupted his thoughts with his trembling voice, "Got any ideas?" Rasputin said, "We are too late to disrupt the ritual. But it seems the Behemoth is a being of 7 dimensions as it is using multiple portals to manifest itself in our world. We can use those portals and close the individual stargates there to stop it from emerging in this world…. Maybe!".

MISSION SETUP

- **Discovery deck**: Take all from S1-E4 except 4 cards: Scrap of Paper, Strange Painting, Science Manequin and Weapons Display.
- **Mythos**: None from episodes (only elder ones mythos). But you will need tokens from S1-E4 and S1-E2.
- **Setup:** The boards indicating the 7 dimensions should be setup per map setup shown on next page. Each stargate is connected to its adjacent left/right dimension; as well as central Earth (Well space). You can use 1 move action to travel through stargates yourself to teleport to any connected dimension.
- **Elder one:** Cthulhu AND Hastur. (shuffle their mythos decks together). When the elder tracker reaches Red zone, then both the elders spawn in stage II (vunerable) stage. Cthulhu on Blue gate, Hastur on Yellow gate.
- **Essential character:** Ahmed and Rasputin. Other players can play with any character of their choice. Each hero can take 1 extra trait token of their choice at start of the mission except "Stealth".
- **Mission objectives:** Travel through dimensions and destroy the stargates. (Refer to next page for details)

#10		
	To Disrupt the ritual: Travel through dimensions and destroy the stargates. (Refer to next page for details) When the Elder one Advances: Investigators carrying any number of alien knowledge token gain sanity equal to number of knowledge token carried. Spawn all monsters as per initial mission setup. If 1 stargate is destroyed, spawn Hastur as well. If 3 stargates are destroyed, spawn Cthulhu as well. If on Red tracker zone, spawn Cthulhu on blue gate, Hastur on Yellow. **Special**: If you drop an artifact in Red Gate, then move the tracker one step back, but investigator losses the artifact power.	
	Special Action: PICKUP/DROP KNOWLEDGE You can pick up or drop a knowledge token from any space. These can be traded amongst players as well.	**Special Action:** CLOSE ALIEN STARGATE If you have 2 alien knowledge tokens of matching symbol as alien stargate in your space then you can roll your dice. On success of 3+, the stargate is destroyed.

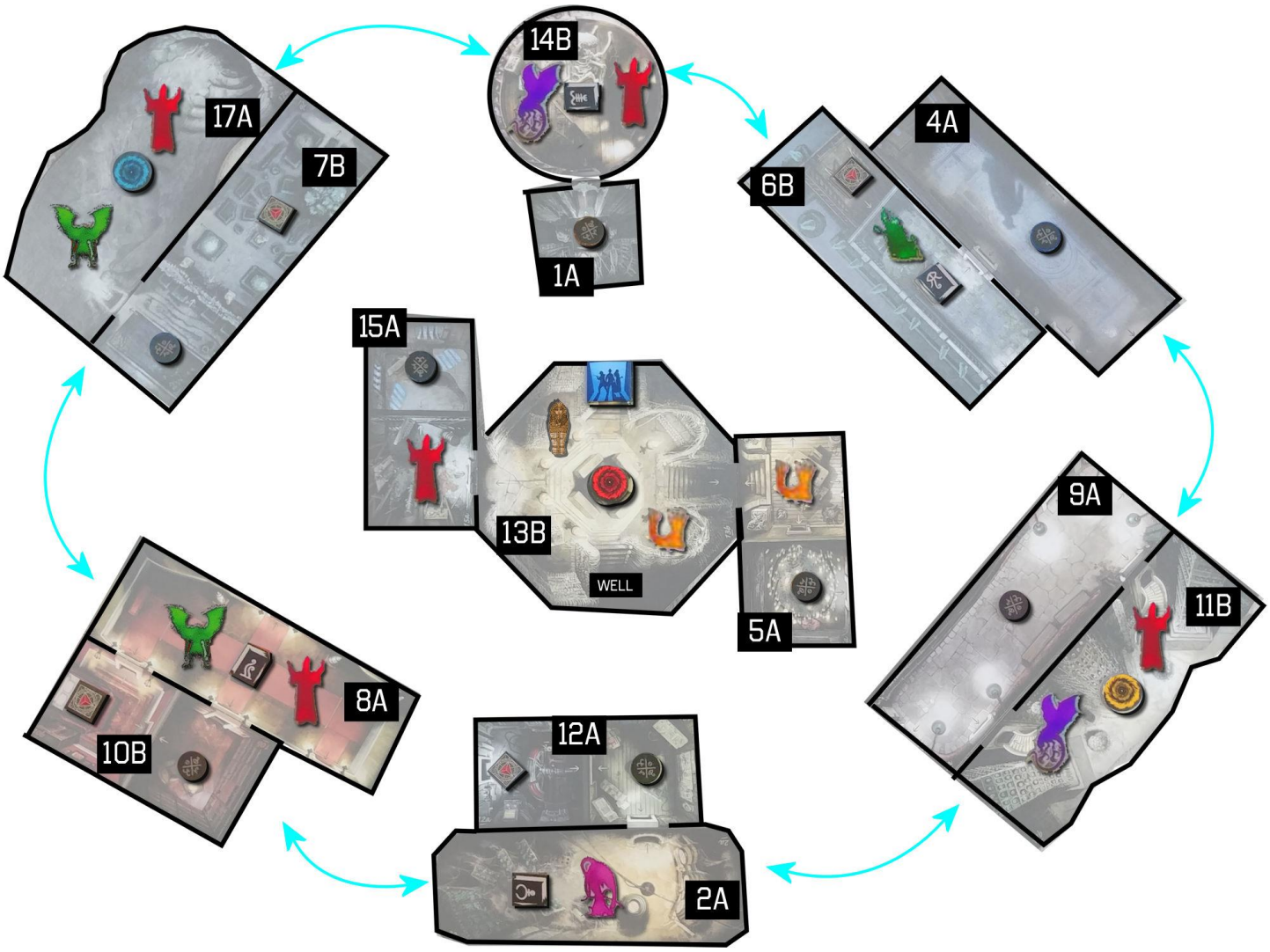
SPECIAL TRIGGER

Every time investigators have closed any stargate, then read below.

Move the investigator(s) to central Well. Any enemies left on that dimension including that stargate are all destroyed, if any Elder one gets destroyed here, then it moves to next stage. If Elder one was to spawn on a gate which has been destroyed, then spawn it on Red gate instead. Remove the tiles of dimension destroyed, remaining dimensions are now adjacent to dimension on their left & right.

MORE INFO ABOUT BARHUT WELL: HTTPS://WWW.YOUTUBE.COM/WATCH?V=GZEGKX8ESDE

MAP SETUP FOR #10



CULTIST (X4)
CHTHONIAN (X1)
FIRE VAMPIRE (X1)
BYAKHEE (X1)
HUNTING HORROR (X1)
SHOGGOTH (X1)
STARTING SPACE (X1)
ARTIFACTS (X4) TO CLOSE WELL GATE
KNOWLEDGE (X8) TO CLOSE ALIEN GATES.
SARCOPHAGUS (X1)
BLUE STARGATE THAT CAN BE CLOSED BY KILLING CTHULHU.
YELLOW STARGATE THAT CAN BE CLOSED BY KILLING HASTUR.
WELL STARGATE THAT CAN BE CLOSED BY DEPOSITING 3 RED ARTIFACTS HERE.
(X4)
ALIEN STARGATE THAT CAN BE CLOSED BY DEPOSITING 2 MATCHING KNOWLEDGE AND ROLLING 3 HITS TO IT.

- Remember to pickup any tokens from any dimension before destroying it, as everything there will be destroyed.
- To close “Alien” stargates, an investigator needs to carry two matching knowledge tokens (shuffled and placed facedown at start). Only then the stargate is vulnerable, you can use an action to roll/attack dice, on a 3+ success stargate is destroyed.
- To close “Blue/Yellow” stargates, the guardian elder ones need to be destroyed. They are vulnerable when they spawn.
- To close the Red gate on earth, you need to deposit 3 (out of 4) artifacts there. Anytime you deposit an artifact, tracker moves back 1 space as well. But the last artifact must be deposited once all other dimensions are closed.
- Behemoth doesn’t appear till the Elder sign is on final spot. As soon as he is on last spot and all stargates are not destroyed, then immediately the game is lost and Behemoth will devour the world.
- When a mythos/elder one spawn enemies, they spawn only on colored gates, not the alien gates.
- Although you and enemies can move through gates but they not considered “adjacent” for sake of Marksman or R’lyeh tokens.

MONSTERS FOR #10

The cultist in this list will replace the cultist on Elder one cards – use the Elder one card only for Elder one and its minion powers.

ZEALOUS CULTIST
3
When it attacks, it heals 1 for each ★ rolled.
FIRE VAMPIRE
4
When it attacks, first place a Fire token in its space.
HUNTING HORROR
4
If the Hunting Horror survives an attack, the attacker loses 1 additional sanity.
BYAKHEE
3
When it attacks, each ★ counts as a success.
SHOGGOTH
10
When attacking or attacked, each 🔥 makes the investigator lose 1 additional sanity.
CHTHONIAN
8
When attacking, it deals the full wounds to EACH investigator in its space AND adjacent spaces.

EPILOGUE

The Behemoth coming out of the portals gets cut into pieces as the portals close and partial body parts fall on to earth while remaining parts get lost in the dimensions they were coming from. As the big stargates close, many smaller deforming oval portals pop around the investigators engulfing them in images from various timelines. Were they all images from different timelines? Or different planets even? Ahmed did recognize some parts of the world, but what time-period was it? He couldn't see the Ottoman empire soldiers in it? Had the Ottoman empire fallen in that timeline? Then he saw the powerful mystical sites across Middle east being taken over… by soldiers who had American flag patches on their arms? What were American soldiers doing on this continent? Kuwait, Iraq, Afghanistan, Syria, Lebanon, Egypt, Jerusalem, Iran, Yemen… wars were erupting everywhere; and it wasn't the great war on-going right now… this was perhaps a glimpse of … future. A grand multi-year war to control the stargates and all-powerful sites? Ahmed couldn't take it anymore and fell down unconscious. The portals around him slowly died and fizzled out, the horror had finally finished.

Rasputin sat on the Orient Express with the other investigators as they return from their triumphant journey to stop the Cultists from imminent plan to destroy the earth. Ahmed laid on one of the bunks, still coming in and out of consciousness. Fatima asked, "What happened out there? Will he be alright?". Rasputin said, "I don't know, we will take him to the doctors. I just don't know how far his brain is gone. Even when he opens his eyes, he only blabbers… Invasion… Invasion! And then sometimes even mentions… ehh! Doesn't matter its irrelevant". Fatima curiously asked, "What? Tell me?". Rasputin said, "America! Its weird… just forget it… What would America be doing in Europe or Middle East continent, with Britain and Russia being the superior powers here controlling most of the region. So, it's absurd. I am not sure what he saw".

Ahmed was admitted in an asylum facility, where he kept getting fits and episodes and visions of unexplainable things. Various friends kept visiting him on and off. But it was a year or so later, Fatima and Elizabeth came with a purpose to him. Ahmed sat on a wheelchair looking somewhere in distance through the foggy windows and drawing some shape with his finger. Elizabeth politely turned his wheelchair towards Fatima and said, "Hi Ahmed! You alright? We have something to show you". Fatima pulled the newspaper from her bag and put it on Ahmed's lap as she said, "You were right. They are here. The world as we know it is about to change. What you saw maybe is all true. Maybe it was a different timeline, a parallel earth… or maybe its our own". Ahmed shaking hands picked up the paper and saw the news: "U.S. joins the war. American soldiers land on European and Arab shores". It was like Ahmed's eyes had got some energy in them. He then slowly raised his finger towards the shape he had drawn on the window… Fatima looked and saw, it was not a shape but a name written in Arabic: "Arkham", as she read it; Elizabeth said, "That's in America! Looks like we will find our answers there now. Some new Cult order has risen up, who will be influencing the upcoming world events to support their agenda". Fatima looked at Ahmed and asked, "Ready for one more adventure buddy?". Ahmed still didn't speak but raised his head up and a little smile burst on the edge of his lips.

TO BE CONTINUED… IN SEASON 2

CREDITS

- This story mode was created by Ali Karar.
  If you are interested in finding more Story Mode Campaigns created by me, you can find them at:
  http://bit.ly/KararStoryMode
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